

## APPENDIX A

1. (previously presented) A method of processing an online transaction over a communication network, comprising the steps of:

storing a plurality of objects comprising object data and object attributes containing further information about the object in a catalog server (20) accessible by a plurality of clients (10),

displaying, upon request from a client (10), an object including object attributes on a client display, and

executing, on a transaction server (30), a transaction relating to an object selected by the client (10) using the information contained in the object attributes,

wherein the object attributes are transmitted directly from the catalog server (20) to the transaction server (30).

2. (previously presented) A method of processing an online transaction over a communication network comprising the steps of:

storing in a catalog server (20) a plurality of objects comprising object data and object attributes containing further information about the object and further storing an ID identifying the object,

transmitting upon request an object together with the corresponding object ID from the catalog server (20) to a client (10) for display,

receiving at the catalog server (20) an object request from a transaction server (30), the request including the object ID,

returning from the catalog server (20) to the transaction server (30) the object including object attributes corresponding to the received object ID.

3. (original) A method of processing an online transaction over a communication network comprising the steps of:

receiving at a transaction server (30) a transaction request with respect to a specific object comprising object data and object attributes containing further information about the object, the request including an object ID identifying that object,

the transaction server (30) requesting the object from a catalog server (20), the request including the object ID,

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receiving at the transaction server (30) from the catalog server (20) the selected object including object attributes, and  
executing the transaction on the transaction server (30).

4. (previously presented) The method of claim 2 wherein the object ID is transmitted from the catalog server (20) to the client (10) together with the URL of the server (30).

5. (original) The method of claim 4 wherein the URL additionally contains a command for executing a specific process on the transaction server (30).

6. (previously presented) The method of claim 4 wherein the object displayed on a client display is assigned a display field for user selection of the object, wherein the selection of the object by a user initiates a transfer of the ID to the URL of the transaction server (30).

7. (previously presented) The method of claim 1 wherein the object attributes are represented by numerical values and/or text strings.

8. (previously presented) The method of claim 1 wherein an object attribute represents price information about the object.

9. (previously presented) The method of claim 1 wherein the objects can be transmitted to the client for display in different formats including XML, HTML, XHTML or WML formats.

10. (previously presented) The method of claim 1 wherein an object selected by a client is stored on the transaction server together with the corresponding object attribute and a client specific session ID.

11. (previously presented) The method of claim 1 wherein the transaction server forwards to a client a request for finally confirming the transaction before executing the transaction.

12. (previously presented) A computer program product comprising computer executable code for carrying out the steps of:

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storing a plurality of objects comprising object data and object attributes containing further information about the object in a catalog server (20) accessible by a plurality of clients (10),

displaying, upon request from a client (10), an object including object attributes on a client display, and

executing, on a transaction server (30), a transaction relating to an object selected by the client (10) using the information contained in the object attributes,

wherein the object attributes are transmitted directly from the catalog server (20) to the transaction server (30)

13. (previously presented) A computer readable data storage medium containing a computer program comprising program code for carrying out the steps of

storing a plurality of objects comprising object data and object attributes containing further information about the object in a catalog server (20) accessible by a plurality of clients (10),

displaying, upon request from a client (10), an object including object attributes on a client display, and

executing, on a transaction server (30), a transaction relating to an object selected by the client (10) using the information contained in the object attributes,

wherein the object attributes are transmitted directly from the catalog server (20) to the transaction server (30).

14. (original) A computer system comprising:

a catalog server (20) for storing a plurality of objects comprising object data and object attributes containing further information about the object, and for storing an object ID identifying an object, the catalog server (20) being accessible by a plurality of clients, and

a transaction server (30) accessible for a plurality of clients (10) for executing online transactions with respect to the objects stored in the catalog server (20),

wherein the object attributes are transmittable directly from the catalog server (20) to the transaction server (30) without client interaction.

15. (original) A catalog server (20) comprising

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a storage unit (21) for storing objects for online transactions, the objects comprising object data and object attributes containing further information about the object, wherein the objects are assigned object IDs identifying the object, and

an output unit for outputting at least one object attribute upon receiving the corresponding object ID.

16. (original) The catalog server of claim 15 wherein the object attributes are represented by numerical values or text strings.

17. (original) The catalog server of claim 16 wherein the object attributes contain price information about the object.

18. (previously presented) The catalog server of claim 15 wherein the stored objects can be transmitted to a client for display in different formats including XML, HTML, XHTML and WML formats.

19. (original) A transaction server (20) for executing online transactions over a communication network comprising a processing unit for  
receiving a transaction request from a client (10) requesting an online transaction relating to a specific object, the request containing object data and an object ID identifying the object,  
requesting from a catalog server (20) object attributes containing further information about the object selected by the user, the request containing the object ID, and  
executing the online transaction using the information contained in the object attributes received from the catalog server (20).

20. (original) The transaction server of claim 19 further comprising a confirmation unit forwarding to the client (10) a confirmation request, and executing the online transaction only after having received a confirmation from the client (10).

21. (previously presented) The method of claim 3 wherein the object ID is transmitted from the catalog server (20) to the client (10) together with the URL of the server (30).

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22. (previously presented) The method of claim 5 wherein the object displayed on a client display is assigned a display field for user selection of the object, wherein the selection of the object by a user initiates a transfer of the ID to the URL of the transaction server (30).